

A SESAME STREET  
preschool skills activity.

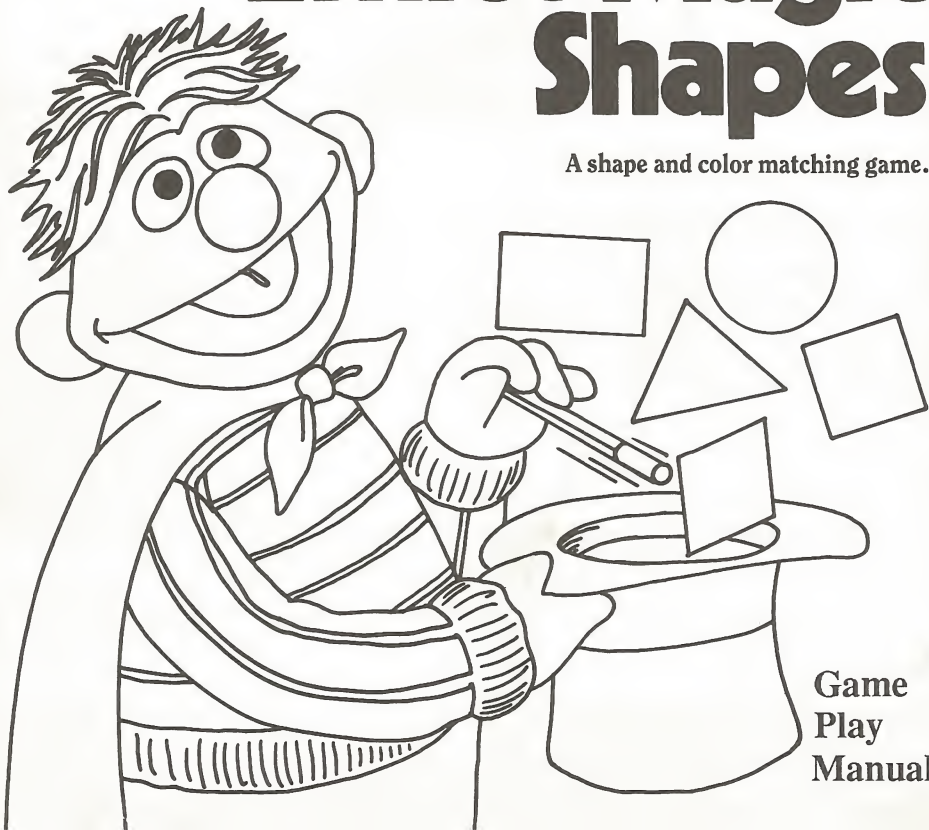
CTW

Featuring the JIM HENSON MUPPET™  
Characters from SESAME STREET.™

SESAME STREET®

# Ernie's Magic Shapes™

A shape and color matching game.



Game  
Play  
Manual

# Ernie's<sup>TM</sup> Magic Shapes

**ABRACADABRA!**  
**Get ready for**  
**some shape magic!**



You're going to like playing  
**ERNIE'S MAGIC SHAPES.**  
It's a game made just for kids like you.

At Children's Television Workshop, we think kids are special. That's why we thought about what kids like best and what makes games fun when we created this game.

So, if you're ready for fun, let's get started!

## Get Ready

The How To Play Card included with **ERNIE'S MAGIC SHAPES** contains all the information needed to set up your computer. It also helps you get started enjoying all the fun of this game right now! So look at the How To Play Card first and come back to this manual for the rest of the details!



Parents:

We have tried to describe each activity as clearly as possible in the hope that you will read this booklet with your child.

Whenever you see a paragraph with this symbol, you will find additional notes to help you guide your child through the game.

# Right Before Your Eyes

Before you can play ERNIE'S MAGIC SHAPES, you have to decide how hard you want your game to be. Choose your level and you'll be on your way!

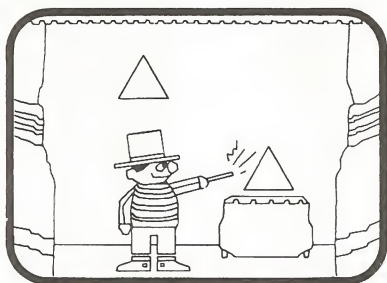


The game menu will give you a choice of 6 levels plus an instruction mode. Each level is designed to be more difficult than the last. Encourage your child to begin with the easiest level and to practice skills that will help with the next level.



## It's Magic!

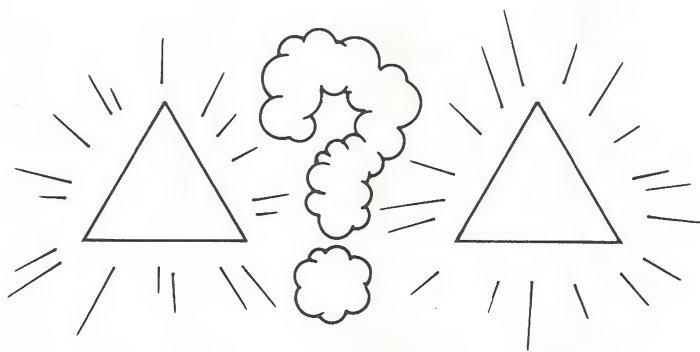
Who is that on the screen? It's your old buddy Ernie--he's turned into a magician! When Ernie raises his arm...POOF! A shape picture appears above his head.



What next? When  
Ernie turns and  
waves his magic wand...


**ZAP!**  
A shape appears on  
the table beside him.

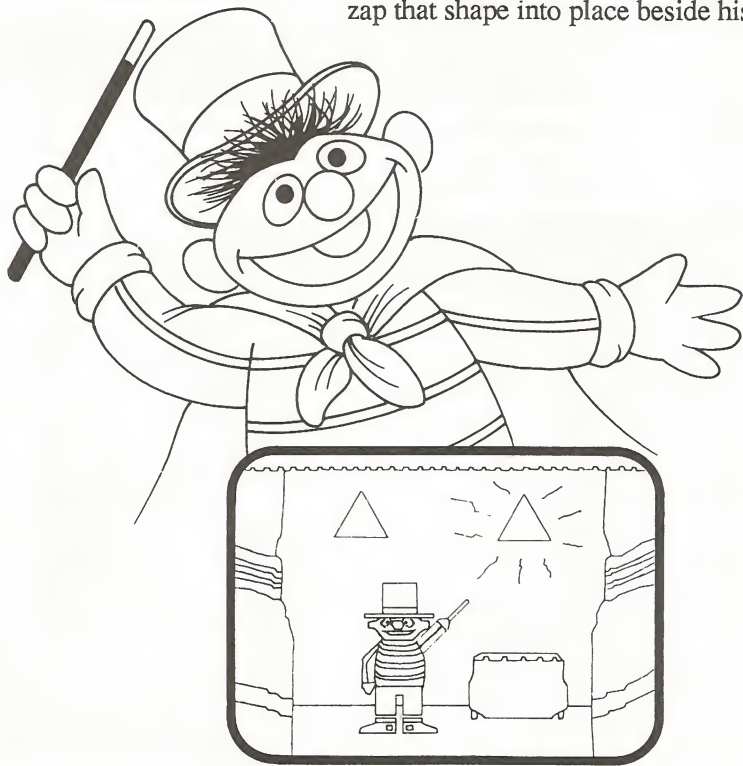
Now comes your job. Take a look at the shape on the table. Is it  
the same shape and color as one of the shapes in Ernie's picture?  
Or, if Ernie's picture has only one shape, does it match the shape  
on the table?



Remind your child to look at both color *and* shape. You may  
want to point to the shape on the table and then to Ernie's  
picture and ask your child, "Are these shapes just the same?"

# Catch That Match!

If you think that the shape on the table matches or is a part of Ernie's picture, press . If you are right, Ernie will nod his head and zap that shape into place beside his picture.





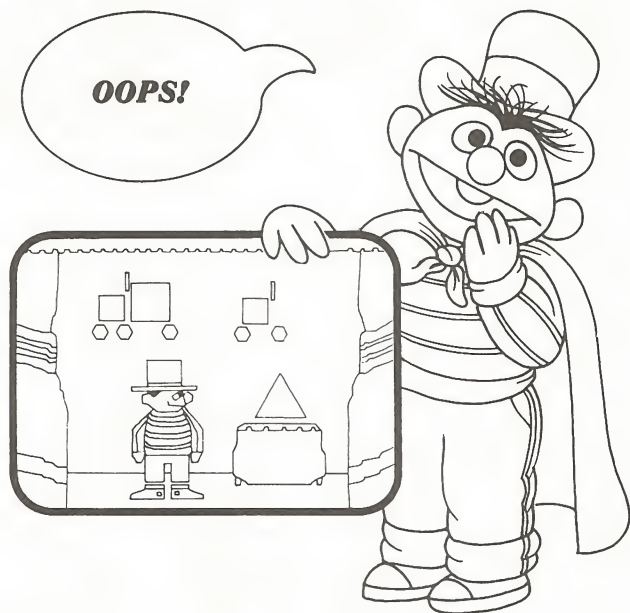
Ask your child, "What happened to the shape on the table?" If he or she is not sure, point to the shape that is now above the table.



# Ernie's™ Magic Shapes

## Oops!

(continued)

Oops! You pressed  but the shape on the table is *not* in Ernie's picture. Your buddy Ernie will shake his head "no" to tell you that you made a wrong guess. Then he will wait for you to press \*. When you do...POOF! He'll send the shape away and magically make a new shape appear.




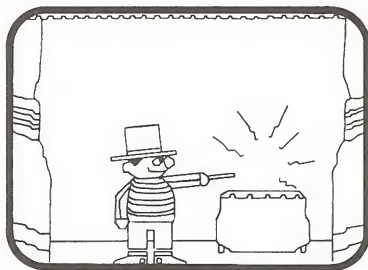
At first you might need to remind your child to press \*after Ernie shakes his head "no". Say something like "That shape is not in Ernie's picture. Press \*to send that shape away."

\*Commodore Users: Be sure to check your How To Play Card for the proper key to use.

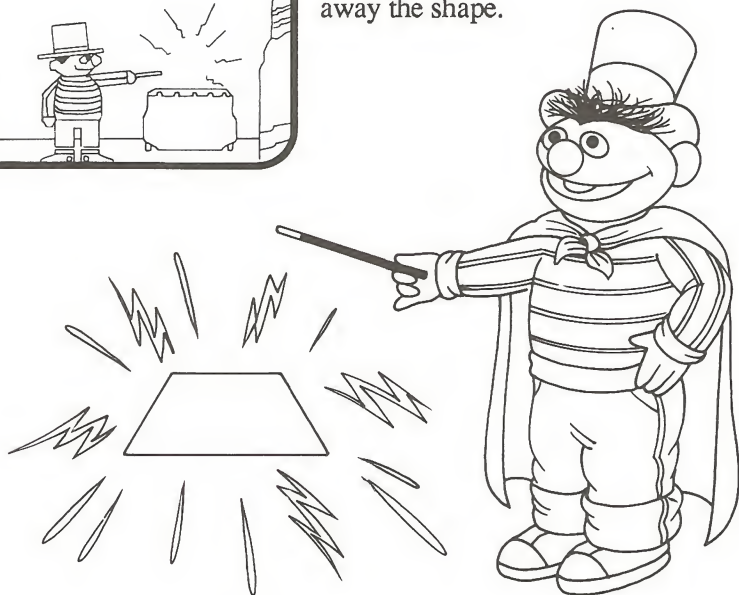



# Shapes Away!

If you decided that a shape on the table is *not* a part of Ernie's picture, press .



In a flash, Ernie will wave his magic wand and zap away the shape.

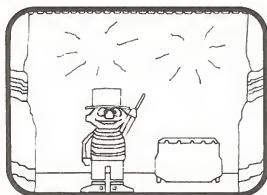


Yikes! You goofed and pressed  when a shape *was* in the picture. Don't worry--Ernie will bring back that shape later and you can choose it then.

# Get The Picture?

Not every shape Ernie zaps on the table will be part of his picture. So watch those shapes carefully!

When you have matched all of the shapes in the picture, Ernie's magic rabbit will pop onto the screen and hop around.



Then Ernie will wave his magic wand and both shape pictures will disappear. Presto! You will be ready for a new shape picture.

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# How To Play



For Atari 400\*/800/800XL/  
1200XL/130XE  
\*with 48K

# Ernie's<sup>TM</sup> Magic Shapes

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## To Set Up Your Computer

1. Insert the program disk into the disk drive and close the drive door.
2. Turn on your monitor and disk drive.
3. Hold down the **(OPTION)** key (except on the 400 and 800 models) while turning on your computer and continue to hold down the **(OPTION)** key until the screen turns blue.

The program will self boot and the title screen will appear.

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## Object Of The Activity

Match the colored shapes that appear on Ernie's table with the shapes in the figures that appear above his head.

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## To Start Your Game

### Game Menu

Press **[1]** to see on-screen instructions.

Press **[2]** through **[7]** to choose the game you want to play.

Then press **(RETURN)**.

## Play!

Ernie will make a shape or figure appear above his head.  
Then he will make a shape appear on the table beside him.

Look at the shape on the table.

Press



if that shape does not match any of the shapes  
above Ernie's head.

Press



if that shape does match, but is the wrong color .

Press



if that shape does match and is the same color  
as a shape above Ernie's head.

If you make a correct match and complete the figure, Ernie's bunny  
will hop out and dance. Then a new shape or figure will appear  
above his head.

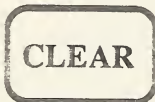
If you make an incorrect match, Ernie will shake his head "no."

Press



to make that shape disappear. Ernie will make  
a new shape appear and you can try again.

Press



to end your game and return to the Game Menu.